JEREMY McGRATH supercross world

J. MCGRATH // BORN 11.19.71 // PRO SINCE 1989
RECORD HOLDER: MOST SUPERCROSS WINS EVER
10-TIME AMA SUPERCROSS WORLD CHAMPION

TRACK LEVEL — LEV 03 INDOOR + LEV 08 OUTDOOR + LEV 12 BAJA + LEV 22 FREESTYLE + LEV 25 STUNT

INSTRUCTION MANUAL

TEEN
CONTENT RATED BY ESRB

Acclaim MAX SPORTS

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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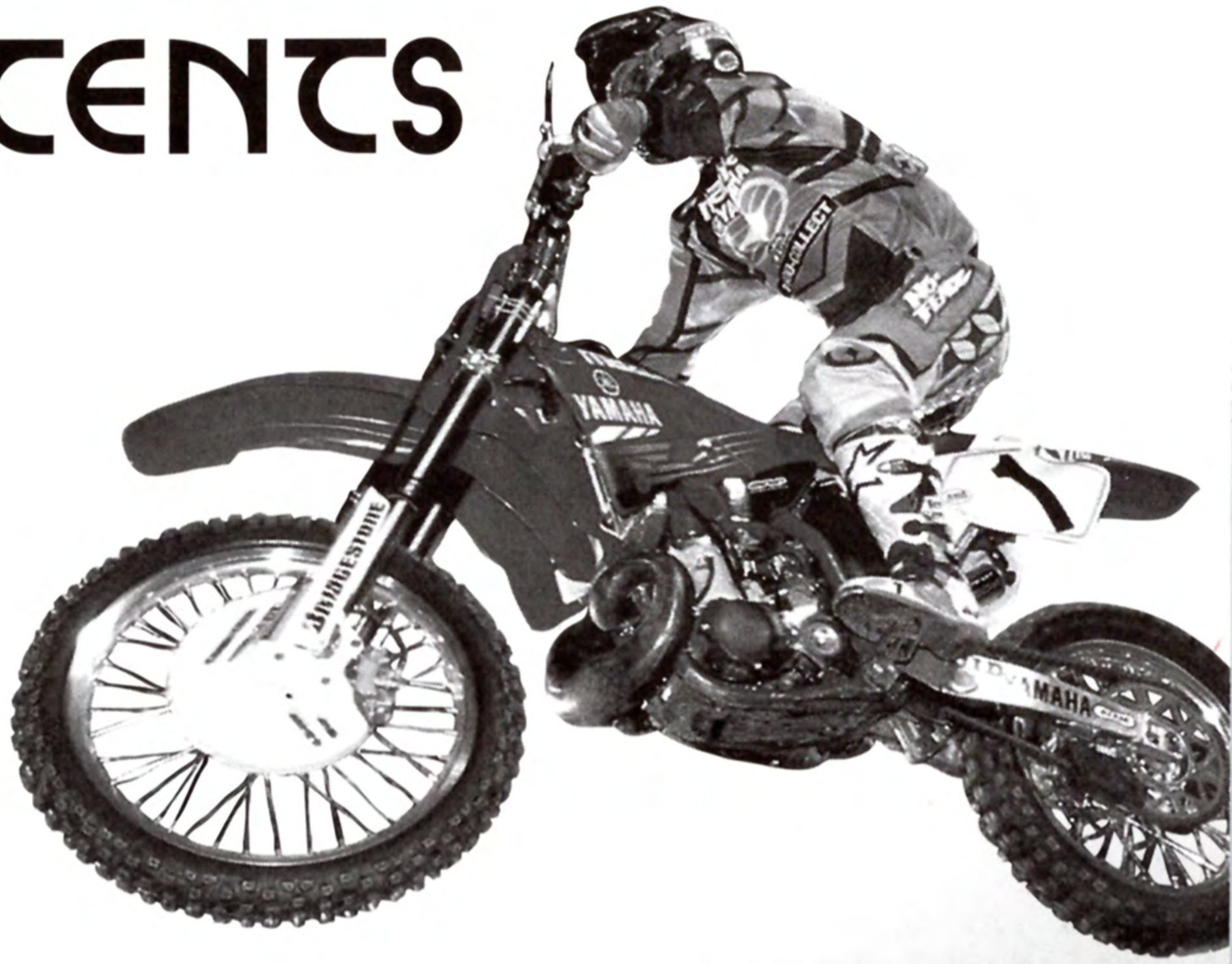

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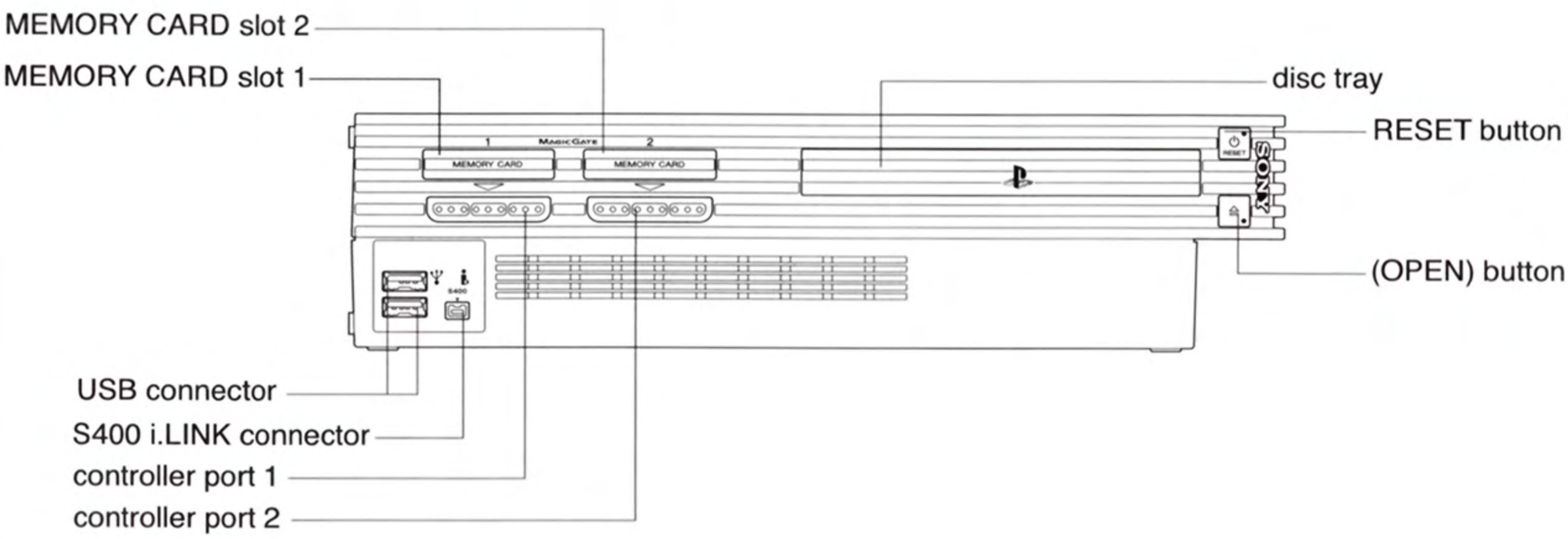
getting started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Jeremy McGrath Supercross™ World disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

If you wish to save your game, insert a Memory Card (8MB) (for PlayStation®2) (sold separately) into MEMORY CARD slot 1.

starting up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Jeremy McGrath Supercross™ World is a 1 to 2 player game that is played using the DUALSHOCK®2 analog controller. Connect the controller to be used to controller port 1 of the PlayStation®2 computer entertainment system.

introduction

Welcome to Jeremy McGrath Supercross World! This game has just the right mix of realism and racing fun to satisfy hardcore motocross enthusiasts as well as casual gamers. To start, there are four great racing styles, including Outdoor motocross nationals, Indoor supercross, Baja free ride areas, and Freestyle competitions. The bikes are great, the tracks are awesome and the action is unbeatable. Of course, you get to race as top motocross riders like Travis Pastrana or myself. Try a tough career series, earning trophies and upgrades, or just get wild in single event competition. Or grab a buddy and test your skills in head to head Multiplayer action. Man, all this talk has me eager to get back on the track. You coming?

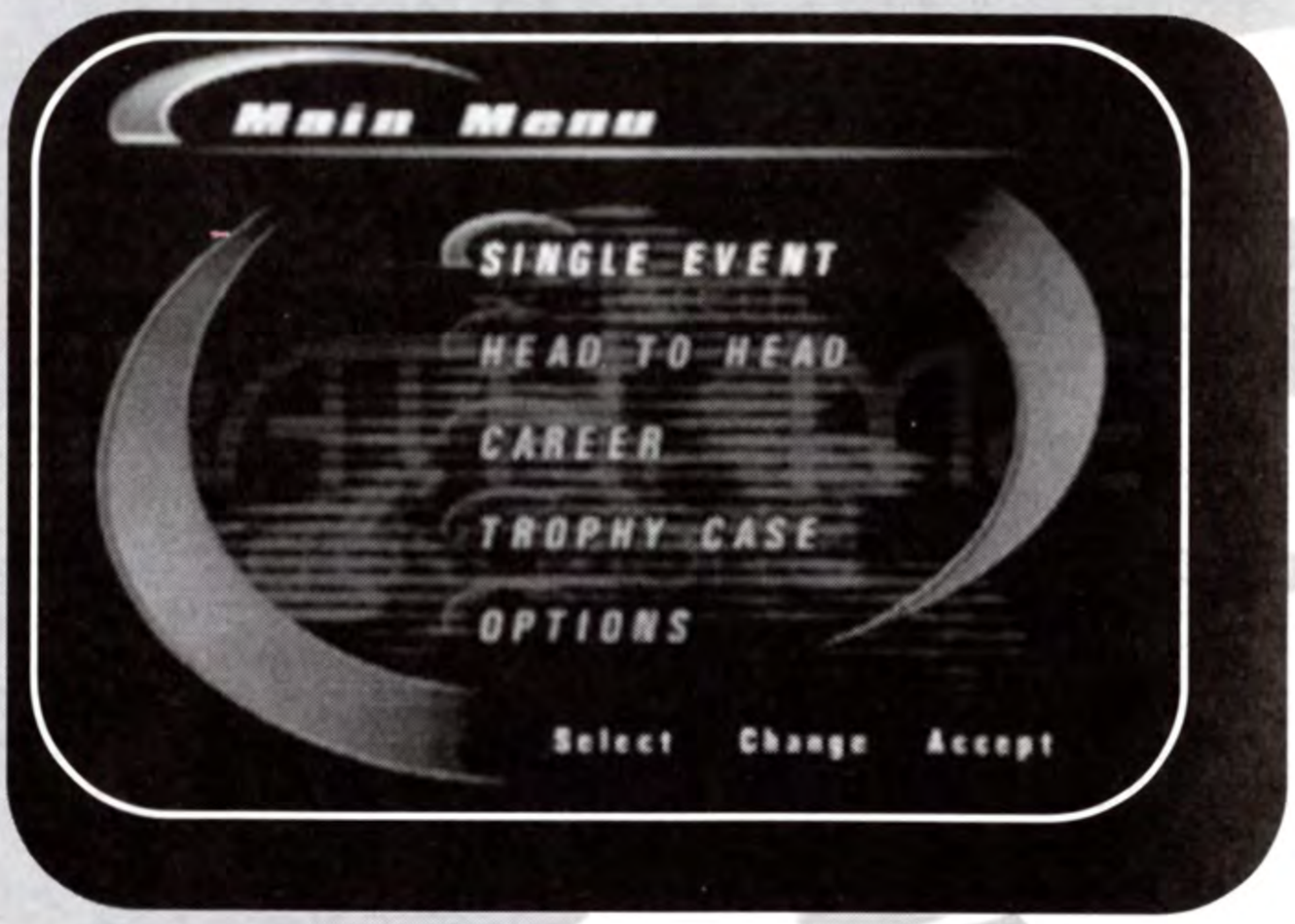
Jeremy McGrath

Menu Navigation

↑ ↓ BUTTON	Move
← → BUTTON	Toggle settings
✕ BUTTON	Confirm/advance
△ BUTTON	Cancel/previous

Main Menu

At the title screen, press the **START** button to advance to the Main Menu, where you have these choices:



Single Event Race alone with your choice of tracks and race conditions.

Head-to-Head Race with a friend on your choice of tracks.

Career Race alone in competitions to win trophies and unlock new features.

Trophy Case View your trophies.

Options Change controls, audio settings, and a number of other miscellaneous game settings.

GAME OPTIONS

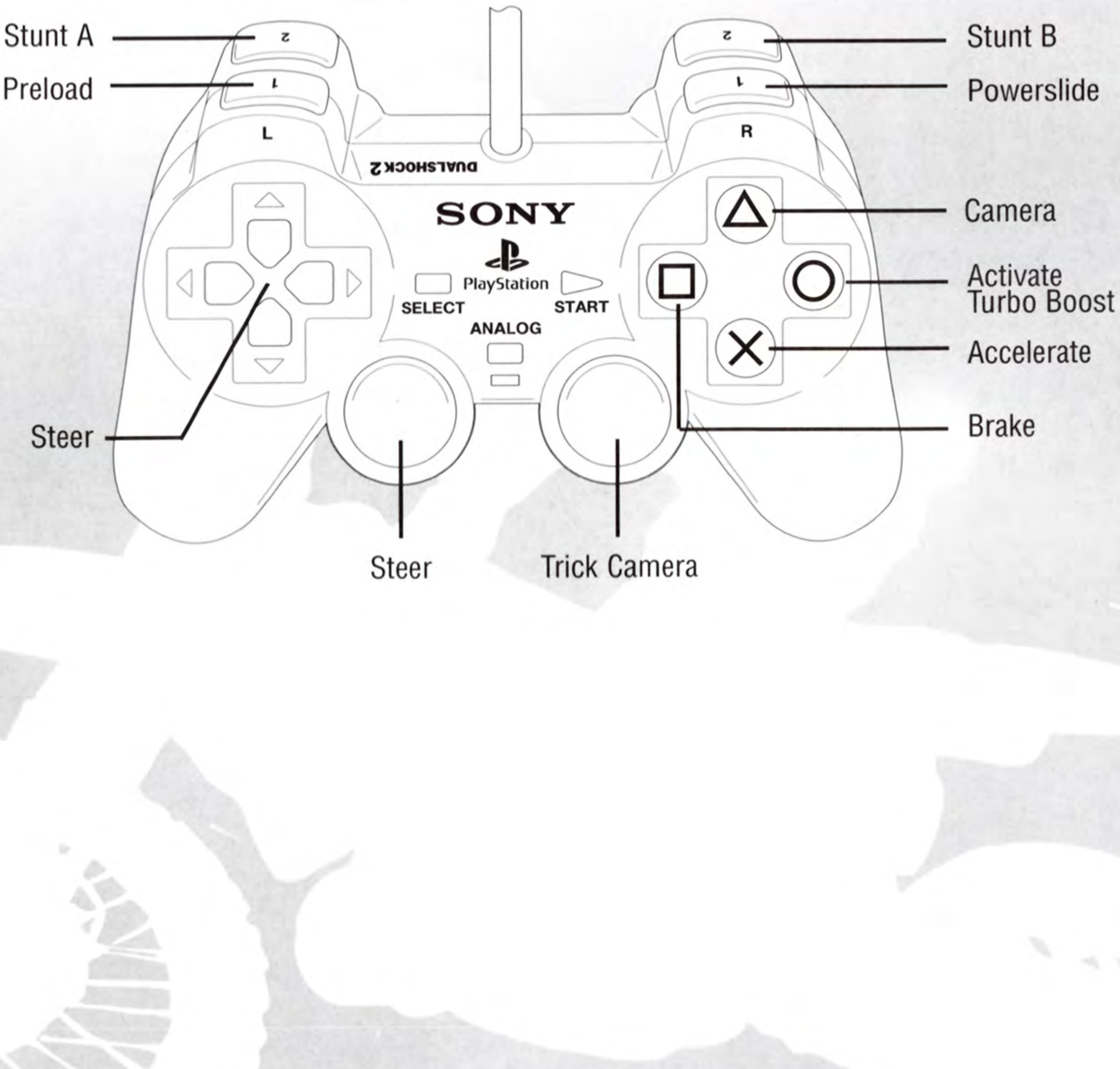
Before starting a game, set up your options to suit your taste.

Audio Settings — Select this to adjust the various audio settings in the game.

Controller Configuration — Select your preferred control scheme from any of the pre-set configurations.

DEFAULT CONTROLS

This is the default control scheme. You can change controls by accessing Controller Configuration in the Options menu.



GAME MODES

single event

A single event is a single race by one player on any of the available tracks using any of the riders or bikes.

Let's go over the game basics here, many of which apply to Single Event, Head to Head and Career modes.

Mode select

Next, select your racing mode. There are four styles of racing to choose from:

Baja

This punishing outdoor event lets you roam free, as long as you pass the checkpoints. The first rider to complete several laps wins.

Outdoor Motocross Nationals

Race your choice of bikes around a grueling and gritty pre-built outdoor racing course. These courses have plenty of jumps and turns and will cover a significantly larger area than indoor tracks. To win, you must race a pre-determined number of laps on a given course and be the first rider to cross the finish line.

Indoor Supercross

The action moves indoors in this tough mode as riders compete on a tightly constructed track inside a large arena. Because it has the most sharp turns and sudden jumps, this form of racing is generally the most difficult. Like the outdoor nationals, the first rider to complete a given number of laps is the winner.

Stunt/Freestyle

In this timed event, the only goal is to score as many points as possible by doing various stunts. There is no finish line in a freestyle race. Players may roam through the specially designed freestyle courses as they choose. They are scored only based upon the number and difficulty of the stunts they perform in a given timeframe. More difficult stunts give more points. Repeated stunts give fewer points. Note that head-to-head freestyle play is exactly the same thing with two opponents playing against each other at the same time.

Track Select/Event Options

In Single Event and Head to Head modes, you can select any event to compete in. You can also select any available track in a given event to race on.

Duration: In a racing event, you can set the number of laps required. The default is three. In a stunt competition, the duration is in minutes, from two up to five. Press left or right on the **directional button/left analog stick** to adjust the settings.

Difficulty Before you race, you'll need to choose your difficulty setting. Press ◀ or ▶ on the **directional button/left analog stick** to choose Amateur, Pro or Hardcore settings. In Career mode, you have to master the tracks at lower difficulty settings before the next level is available.

Rider/Bike select

Riders

You can choose to race as any rider. Press left or right on the **directional button/left analog stick** to cycle through riders. In a Career mode game, you can increase a rider's attributes by winning a series. These increases only effect Career mode play.

Each rider is rated from 1-5 (5 is best) in these attribute categories:

Jumping Jumping rates the ability to make and land jumps consistently (doesn't affect height or distance). As the number increases, so does your pre-loading performance.

Cornering Tight cornering can make all the difference. The higher this rating, the better a rider can sharply take turns.

Stability This rates a rider's ability to withstand minor collisions without crashing. It also helps him to land some stunts.

Stunt Skill A high stunt rating will allow you to earn turbo boosts more quickly for the stunts that you do.

Bikes

Each bike also has four attribute ratings. You can select any available bike to race on at any time. Press left or right on the **directional button/left analog stick** to cycle through bikes.

Powerband Which speed range (High, Medium, or Low) that the bike accelerates the best in. Note that a bike with a Low powerband is quicker off the line and a bike with a High powerband is better near its top speed.

Top Speed This is the top speed the bike can achieve on level ground.

Suspension This rating shows you how well a bike can absorb the impact of landings and still maintain its speed.

Traction This attribute indicates how well the bike can handle loose, muddy, or slick terrain. A bike with a Low traction attribute is more liable to slide, whereas with a High traction it hugs the ground tighter, even under adverse conditions.

Stunts and Boosts

Every time you successfully complete a stunt without crashing, you earn points based upon that stunt's difficulty. You can chain together several stunts in a row to really jack up your score. But stunts are more than just for show in this game! The points you earn accumulate in the stunt meter shown down in the lower right hand corner of the screen. Once you fill up the stunt meter, you earn a turbo boost which is indicated by a light on the dashboard below the meter. The meter then resets and begins to refill again. If you fill up the bar again, you'll get another boost. Your selected rider's Stunt Skill will affect how quickly this meter fills up.

To activate a boost: Press the ◉ **button**. You will get an immediate boost of speed that can help you catch up, or get ahead. It can also send you flying off a turn or over a jump if you aren't careful, so use your boosts wisely! One of the key differences between a beginner and a pro is knowing how to earn and use your boosts!

Tip: You can save up your stunt boosts and fire off several boosts in a row to really knock the competition out.

stunts

PRESS and HOLD the STUNT A button (default L2) then press:

↑ - ↓	Bar-Hop
←	Whip (left)
→	Whip (right)
↓	Superman
→ - ←	Can-Can (left)
← - →	Can-Can (right)
← - ←	Saran-Wrap (left)
→ - →	Saran-Wrap (right)
← - ↓	Fender grab / Mulisha Air
→ - ↓ - ↑	McMetz / Double-saran

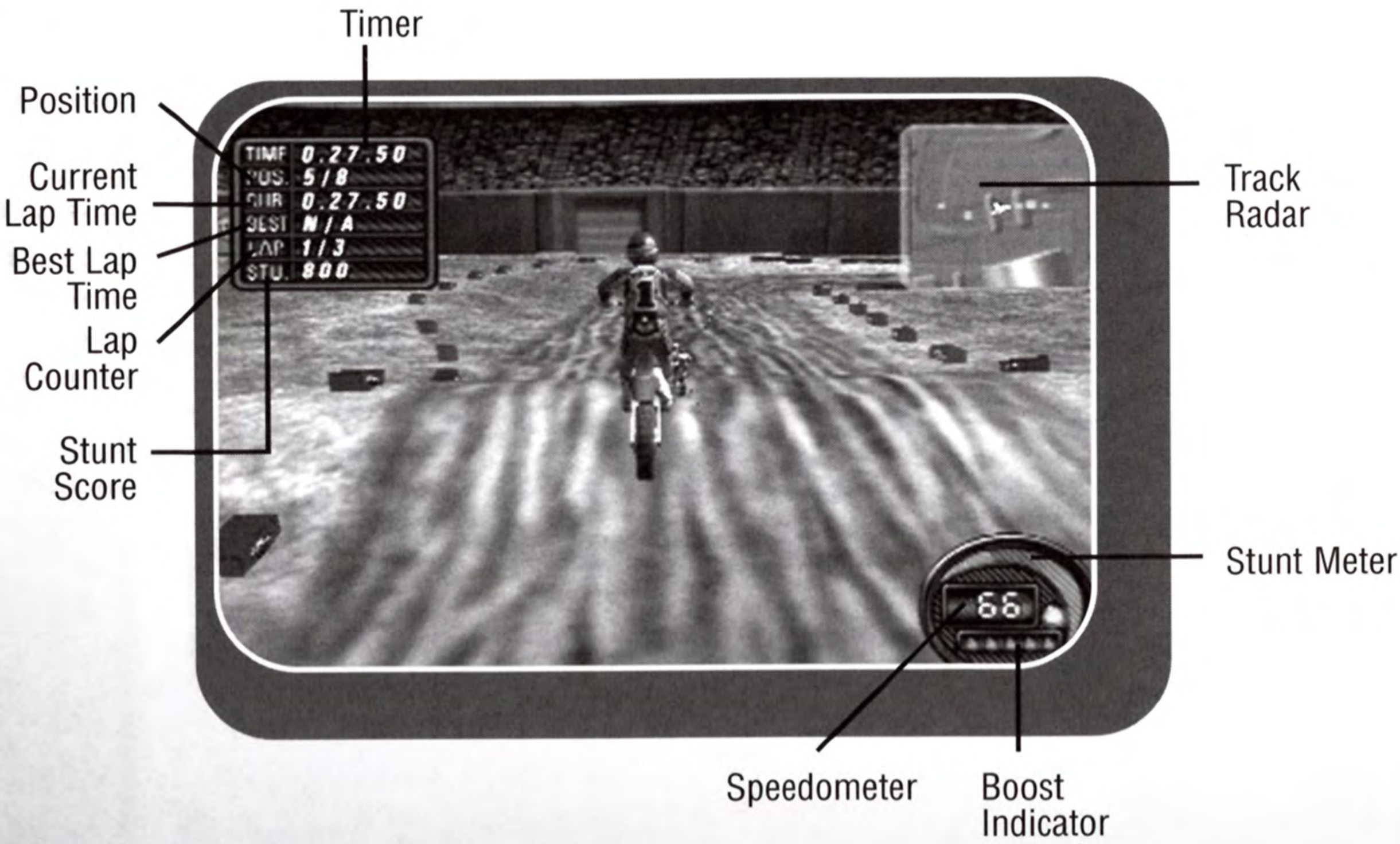
PRESS and HOLD the STUNT B button (default R2) then press:

↑	Heel clicker
←	Catwalk (left)
→	Catwalk (right)
↓	Superman seat-grab
→ - ←	Nac-Nac
↑ - ↑	Cordova
↑ - ←	Cat-Nac (left)
↑ - →	Cat-Nac (right)
← - → - ↓	Lazyboy
↓ - ↑	One-Hand-Superman

PRESS and HOLD the STUNT A + STUNT B buttons (default L2 + R2) then press:

↑ - ↓	No hands
↓ - ↑	The Nothing
← - ↓	Indian air
↓ - ←	Crack-Nac (left)
↓ - →	Crack-Nac (right)
← - → - ↑	Cliffhanger
← - ↑ - ↓	Heart attack
→ - ← - ←	Switchblade (left)
← - → - →	Switchblade (right)
↓ - ↓ - ↑	Kiss of Death
↑ - ↓ - ↓	Backflip / Heartbreaker
→ - → - ←	Barrel roll (left)
← - ← - →	Barrel roll (right)
↑ - → - ↓ - ←	360 (right)
↑ - ← - ↓ - →	360 (left)

Screen Display



Wrong Way If you go the wrong way on the track, an indicator will appear. Get turned around!

Off Track indicator/timer If you wander off the track, an indicator will warn you and a countdown will begin. You have 3 seconds to get back on track before being disqualified.

Direction Arrow Follow the arrow to stay on course. Very helpful in Baja mode!

Bonus Awards

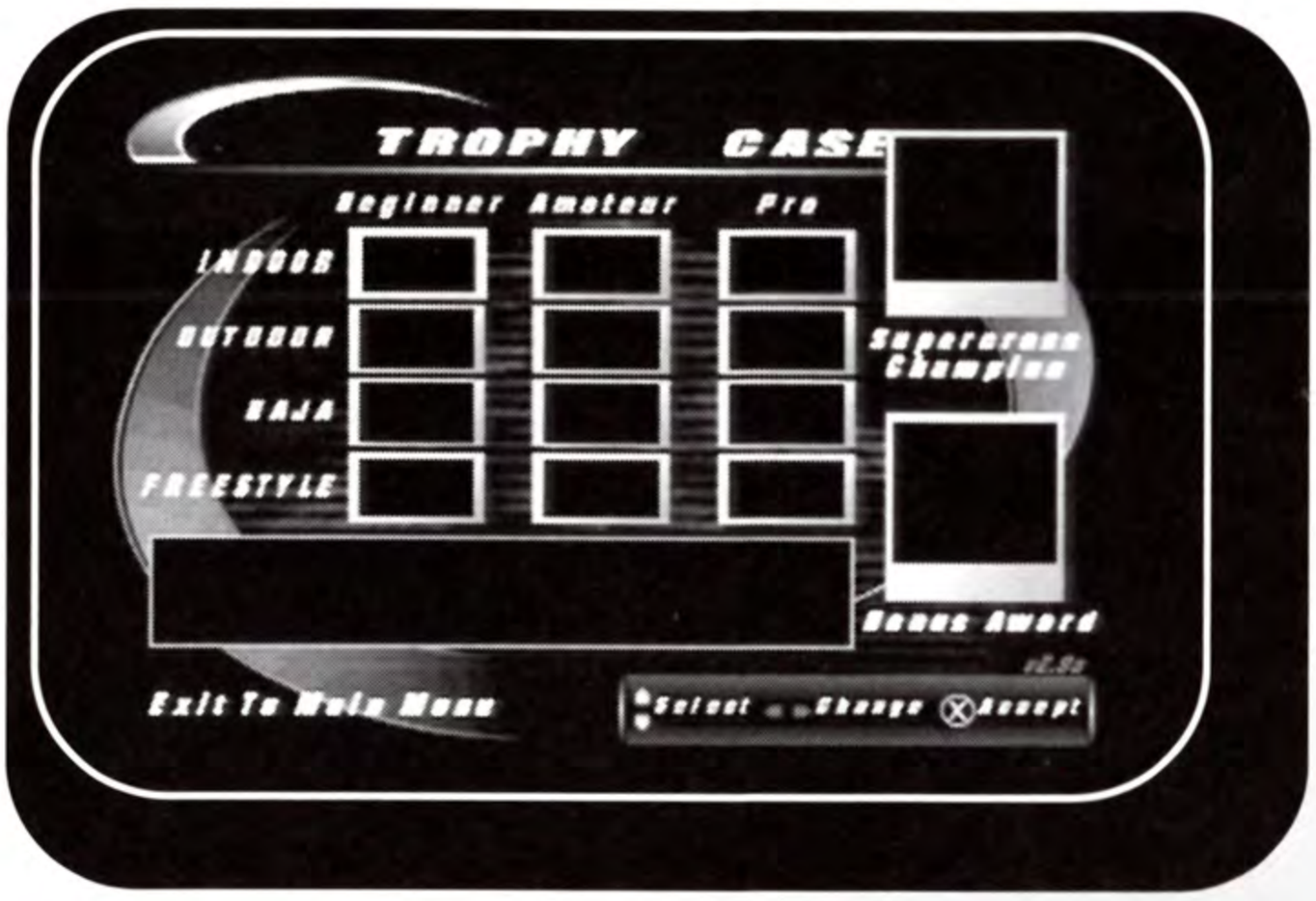
Bonus awards are given any time you complete certain requirements (specific to a particular track) in any game mode, and are used to unlock specific game items. After the race (or freestyle competition) is over, you will be told if you completed the requirements and which award(s) you've earned. Each track has a total of five different awards.

Once given, all bonus awards are permanent. Bonus awards will persist until you delete that game file from your memory card.

In career mode, you will naturally earn many of the bonus awards, though they are not necessary to complete the career mode. After completing the career mode, you can always go wild and collect all of the bonus awards.

Trophy Case

Your total progress is tracked (in ALL areas) and bonus awards are displayed in the trophy case, so you can immediately see how much remains to do in the game.



Post Race Screen

At the end of a race, an instant replay of your race will play. You will then have these options:

Restart Race: Ride the same race against.

Quit to Main Menu: Quit the current event and return to the main menu.

Pausing the Game

Press the **START** button at any time during play to bring up the pause menu with these options:

Resume Race	Return to the race where you paused it.
Restart Race	Quit the current race and start it again.
Exit Race	Quit the current race and mode and return to the main menu.
Display	Choose which information items appear on screen.
Music Track	Select which music track is playing.
Music Volume	Adjust the music volume.
Sound Volume	Adjust the sound effects volume.

HEAD TO HEAD

Go head to head in furious split-screen action in any of the basic Single Event modes (Baja, Freestyle Indoor and Outdoor) and see who's bragging and who's lagging. Once an event is completed, you'll be able to see the results in the Post Race Screen.

CAREER

In a career, one player competes using the same rider through a full season of racing encompassing all the various race types.

Career Progression

A career can be broken down into distinct groups (or series) of tracks. For each series, there is a predetermined level of difficulty (Amateur, Pro or Hardcore). You must complete the first level of difficulty by riding all the available tracks before going on to the next highest.

You can progress in different ways. You might choose to go through all the Baja courses first, from Amateur through Hardcore, before taking on another track mode, or you might choose to do all the Amateur series for each mode before going on to the next difficulty level.

In this game, only the best is good enough: for each given series of tracks, you must be in first place at the completion of that series. For example, a series might consist of four Baja style races at the amateur level of difficulty. In order to win this series, you must have the best overall ranking at the end of the completed series. You don't necessarily have to win every single race, but you must do well enough to have the highest final score. If you do, you will unlock additional tracks and features.

Starting a Career

First, select Begin a Career to start your quest for glory. You will go to the Career File Screen where you can select a career from one of the six possible slots. The first time you see this screen, all the slots will be empty. Highlight a slot and press the ⊗ **button** to do so. Once you've played a career and saved your progress, you will be able to select that career here and resume where you left off. If all the slots are full and you wish to start a new career, you must delete an existing career.

If you have selected a new (empty) career slot, you will advance to the New Career screen, where you will be asked to enter a name of up to 16 characters.

To Enter a Name:

Press ⇦ or ⇨ on the **directional button** to highlight a character, then press the ⊗ **button** to enter it. Continue until the desired name is correctly displayed, then highlight **DONE** and press the ⊗ **button**.

You will then advance to the Select Rider/Bike screen where you will choose a rider and bike to use throughout your career.

RIDER SELECT

This is where you choose the rider you wish to control through your career. However, since you are starting a new career, the ratings for riders are minimal—you haven't earned any skill points yet.

Following the Rider Select Screen, flow continues to the Series Select Screen.

SERIES SELECT

At the Series Select Screen you can decide what series you wish to begin. There are four kinds of series:

Baja, Indoor, Outdoor, and Freestyle. As in Single Event, each series also has three levels of difficulty: Amateur, Pro and Hardcore. However, in a Career, you can ONLY choose to play in a series whose difficulty you have unlocked. (For example, before you can attempt the Pro Baja, the Trophy Case must first contain the Amateur Baja Trophy). Note that it doesn't matter if a particular rider has completed the preliminary race, only that someone (stored on the memory card) has done so.After the player has chosen a series, you'll continue to the **PRE-RACE SCREEN**.

Note: You can also choose to Quit to the Main Menu from this screen.

PRE-RACE SCREEN

This is your main hub during a Career, the screen you'll return to as you move through a series. It has several options:

Rider Stats: Review or upgrade your rider's stats.

Bike Select: Choose a new bike.

Save Career: Save the career in its current state (including info for rider, bike, stats, and where he is in the career).

Quit Series: Quit the current series and back up to the Series Select Screen. You will lose your progress in the current series.

Exit to Main Menu: Exit Career mode.

Race: You're off to the next event for the series.

RIDER STATS SCREEN

At this menu, you can improve your rider's stats by spending any skill points earned from having previously completed a series. Skill points only affect Career mode. As in the rider select screen, you will see a list of rider attributes. You will also see the current point rating for each skill and the number of points you've earned in that skill category so far.

Using Skill Points

As you win the various series in the Career Mode, you earn skill points. On the Rider Stats Screen, you can spend these skill points to improve your rider's attributes. Each point you spend will increase your choice of an attribute by one point. The maximum number of points you can have assigned to any attribute is 5.

BIKE SELECT SCREEN

You are assigned a default bike based on the rider picked back at the **RIDER SELECT SCREEN**. You can change that bike at any time between races on this screen.

Trophies & Scoring

At the end of each race, series points are awarded according to how the rider placed in the race. The first place rider scores 10 points, and each successive place scores three less points: second is worth 7, third is worth 4, fourth is worth 2, fifth is worth 1, sixth place or worse is worth 0. At the end of the series, the rider who accumulated the most series points will win the series. While it isn't necessary to come in first in every race to advance, winning provides you with welcome upgrades like better bikes, new tracks, increased rider abilities and more.

The Trophy Case is a single screen that displays the total Career progression for all players on that Memory Card.

As you progress through the various series in Career mode, you will earn trophies for success at a given series, such as the Amateur Indoor, or Pro Freestyle.

When you win a trophy, it will include the final winning score. If you complete the same series later and win a trophy that supercedes a previous one, the new trophy will replace the old one.

If **ANYONE** earns a new trophy, **EVERYONE** will be able to access the unlocked game items, since they share the same file on your memory card.

Saving A Series

At the end of a race or when exiting career mode, you have the option of saving your career progress. To do so, highlight Save Series and press the ⊗ **button**. If there is an open slot on your memory card, you can select it and press the ⊗ **button** to save. If there is not a free slot, you will be asked if you wish to overwrite a current save to make room for the new one. Confirm your choice and press the ⊗ **button**.

Exit Career

Highlight Exit Career to quit the current career and return to the main menu. You will be asked if you wish to save your current career progress.

Hints & tips

- Learn how to powerslide effectively. Note that there is a distinct difference between accelerating and braking through a powerslide. A braking powerslide, while slower, will allow you to turn much sharper.
- Learn how to do a wide variety of stunts and then keep doing them during the course of a race. In this way, you'll earn lots of boosts and this can be the edge between winning and losing, especially at the more difficult levels of play.
- In the Baja tracks, note that the most direct path between the gates is not always the quickest one. You may want to watch what the other riders do, especially when you are first learning the area.
- If you are having trouble collecting all the bonus awards, you may want to try getting them in the Single Event mode where you have control over the difficulty settings.
- Collecting the icons for the various Bonus Awards will also give you an immediate bonus to your turbo meter. This can be very useful in some races. It is also a great way to get the edge in Head-to-Head play.
- There are lots of secret modes and cheats found in the game. You can discover some of these by winning the Overall Supercross Trophy and the Bonus Award Trophy. Finding the rest is up to you!

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notes

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